

Most sorcerors gifted with the ability to commune with the powers of the warp live their lives in fear of the threat of corruption and mutation, of miscasting and harming themselves or, in the worst-case scenario, opening a doorway between their world and the twisted, evil realm of the Daemons of Chaos. Among all of the living sorcerors, a select few are skilled and daring (most would say reckless) enough to choose to rise above fear and pursue these doorways. These conjurers summon forth the Daemons that reside in the Realms of Chaos in the Warp, bending them to their will and using them as fodder or beasts of war in great battles. Those capable of controlling larger Daemons find themselves attracting followers eager to learn the Conjurer's ways. The Warband is led by the alliance between Daemonic Herald and Conjurer and it is their bond that keeps the Daemons footed in the mortal realm. In Mordheim, a Conjurers Warband are a force to be reckoned with as the Daemons protect their cunning masters

Choice of Warriors:

Heroes

Conjurer	Your Warband must include a Conjurer
Daemonic Herald	Your Warband must include a Daemonic Herald
Acolytes	Your Warband may include up to two Acolytes
Daemonic Champion	Your Warband may include one Champion

Henchmen

Lesser Daemons	Your Warband may include up to five Lesser Daemons
Greater Daemons	Your Warband may include up to two Greater Daemons
Forsaken	Your Warband may include up to two Forsaken
Demon Prince	Your Warband may include one Daemonic Prince

Special Rules

Instability: If the Daemonic Herald is taken out of action, each Daemon must immediately roll 2D6. On the roll of any doubles, it becomes Frenzied and charges toward the nearest model, friend or foe, even if that means it will be a failed charge. If it's double ones, the Daemon is cursed with Stupidity and if it's double sixes the Daemon retains Frenzy, though it will continue to attack friendly models as necessary

Fear: The Conjurer's Daemons are corrupt horrors from another realm of existence and instill fear in all but the most hardened warriors

Call of the Warp: Daemonic Henchmen who are taken Out of Action Die on the roll of a 1, 2, or 3 at the end of the game as they no longer have the strength to hold themselves in this realm

Special Equipment

Familiar 20+D6gc (Conjurer only) The Conjurer summons a Familiar to aid him in battle. He may reroll one casting attempt each turn and may reroll one dice in the exploration phase

Warp Armor 60gc Heavy Armor that holds the wearer on the precipice of two worlds- offers a 6+ Ward save along with the model's normal Armor Save

Fel Blade 2x Weapon Price Fel Blades imbue the wielders with the powers of the warp and adds +1 I and +1 WS in close combat

Balesword 50gc Grants the user unmatched speed in Close Combat and grants him D3 attacks

Staff of Storms 75 gc Has a 8" ranged S3 Lightning Attack distributed as shooting that treats all Knocked Down Results as Stunned and in Close Combat causes Fear

Daemonic Skills

Talons The Daemon (or corrupted Human) no longer suffers a penalty for fighting unarmed, instead getting +1 WS. Can be upgraded to Scythed Talons (takes an extra skill) to get +1 S to unarmed

attacks

Phase The Daemon can phase in and out of reality. Upon passing an Initiative test the model may pass through walls, though not while running or charging and its movement ends upon passing through

Mutant The model becomes corrupted by the powers of the Warp and may purchase one Mutation

Plaguebearer The Daemon brings with it the dreaded diseases of the Warp, infecting enemies in Close Combat. Once per game the Daemon may elect to vomit on an engaged enemy and infect it, causing -1 S, -1 I, and -1 T for the rest of the game

The Warband

Heroes

Conjurer 75gc Skilled enough not only to resist the corrupting taint of the Realm of Chaos but to control its denizens as well, the Conjurer is well-suited to lead a band of Daemons into Mordheim in search of Wyrdstone (and the occasional human sacrifice). They view life as a game to be won not through brute force or direct conflict but by strategy and cunning, allowing their devoted servants and otherworldly slaves to do the heavy lifting for them. The ends justify the means for these twisted sorcerors, and in the city of Mordheim the means are never peaceful.

Special Rules: *Leader*

Lifelink: The Daemons are merely pawns in the Conjurer's complex game. Once per game, upon reaching 0 wounds, the Conjurer may sacrifice the closest Daemon within 6" and receive however many wounds the model has, not to exceed 2. Daemonic Heroes, while important, are still susceptible to be harnessed by the Conjurer if he becomes desperate enough. The sacrificed Daemon is immediately reduced to 0 Wounds and must roll on the Injury Table with +1 to the result in the Conjurer's stead.

Profile	M	WS	BS	S	T	W	I	A	LD
CONJURER	4	4	4	3	3	1	3	1	8

Daemonic Herald 70gc The first Daemon to be summoned by Conjurer and the unofficial leader of the Daemons he helps the Conjurer draw forth afterwards. Heralds are favored by the Chaos Gods for their devotion to spreading their corruption in the mortal realm, as they are the few Daemons capable of communicating with mortals. Most use this influence to further their own goals by making pacts with the mortals, lending the services of their Daemonic allies or even the slavery of captured rival Daemons. Heralds have goals of their own to pursue, using the Conjurer as a foot-hold in the mortal realm as much as the Herald is being used by the Conjurer in a symbiotic, if shaky, alliance.

Special Rules: *Reality Blink:* The Daemonic Herald is not of this world and not subject to the normal laws of physics. When endangered he may opt to flee by bending the rules of reality and exchanging places with another warrior within 12" so quickly no one else realizes what happened. Once a turn the Herald may elect one model to exchange places with. For allies, he must pass a normal Leadership test. For enemies, he must take a Leadership test modified by the difference between the Leadership of each model. If the Blink places a model in combat, it suffers a round of Close Combat, pitting allies against each other- they are transported midswing and can't stop themselves. If the Herald fails the Leadership test he is automatically knocked down and may take no further actions for the rest of the turn.

Profile	M	WS	BS	S	T	W	I	A	LD
HERALD	5	3	3	3	4	1	3	1	7

Acolytes 50gc Hearing that there is a sorcerer about who harnesses the power of Daemons should be enough to send any sane man running, and witnessing the magical abominations in action ought to have even the fools packing their bags. Acolytes of Conjurers are a special breed of insane, crazy enough to think they may one day be skilled enough to rival the Conjurers themselves one day. They worship the Conjurers and would put their lives on the line to protect their masters and the knowledge they hold, and do so on a regular basis.

Special Rules: *Devoted Servitude:* When joining close combat alongside a Conjurer or Daemonic Herald the Acolyte receives +1 A on the first round in his fervor to protect his master.

Profile	M	WS	BS	S	T	W	I	A	LD
ACOLYTE	4	3	3	3	3	1	3	1	7

Daemonic Champion 70gc Any Conjurer who's been around long enough will attempt an unholy union of mortal and Daemon and the lucky ones will eventually find themselves with a newborn abomination. Birth defects, crippling deformations and general bad luck plague the newborns but a rare number of creatures are born a perfect genetic blend of mortal and Daemon. They are the pride and joy of any Conjurer, and no expense is spared in training the child from horrific beast to horrific soldier

Special Rules: *Bloodlust:* The hunger for the next kill drives the Champion's every move. Upon taking an enemy Out of Action he may move 2" towards the closest enemy in anticipation, or receives an extra attack if he is already locked in combat with another foe.

Mortal Influence: The Daemonic Champion is human, in a sense, and immune to Instability if the Herald falls in battle. He is, however, still subject to Lifelink; the Conjurer loves his twisted creation like a son but would sacrifice his own mother in battle to see his goals reached.

Profile	M	WS	BS	S	T	W	I	A	LD
CHAMPION	4	4	2	4	4	1	3	1	6

Henchmen

Lesser Daemons 35gc Once the pact between Conjurer and Herald has been settled they begin assembling an army worthy of their banner, often consisting of the small but ferocious beasts that roam the Realm of Chaos without rhyme or reason. These beasts are smart enough to follow orders from those they fear (respect is out of their realm of understanding) but aren't good for much more than devouring the bodies of fallen soldiers to keep the streets of Mordheim clean.

Special Rules: *Strength in Numbers:* While separately weak, a swarm of Lesser Daemons is a force to be reckoned with. When engaged in Close Combat, a group of Lesser Daemons may combine their attacks into one powerful blow, gaining +1 S for every extra model that contributes

Primitive: Lesser Daemons may never equip weapons or armor, preferring the thrill of rending flesh with nothing more than tooth and nail. They may also never become heroes

Profile	M	WS	BS	S	T	W	I	A	LD
LESSER	6	3	0	2	2	1	4	1	6

Greater Daemons 100gc Lumbering beasts with little more than murder on their minds, Greater Daemons tend to be former enemies of the Herald who have been captured and put to work. Unlike Lesser Daemons, they are smart enough to understand their place in the mortal realm is one of slavery until they prove themselves worthy of the true trust of the Conjurer and Herald-- though they also know that day may never come.

Special Rules: *Thick Hide:* Greater Daemons are bred for battle, and their leathery skin provides them a natural 6+ Armor Save (stacks with other Armor Saves as normal)

Relentless: Greater Daemons are driven by the desire to see their opponent dead at their feet and they will stop at nothing to feast on their blood. They are so focused that pain is not a factor and all Stunned results are treated as Knocked Down.

Bitter Resentment: Unless the Greater Daemon has ascended to the ranks of Hero, they take the fall of the Herald as a chance to break free of their bondage. They must take an Instability test at the start of each subsequent turn if the Herald is taken Out of Action.

Profile	M	WS	BS	S	T	W	I	A	LD
GREATER	4	4	3	4	4	2	2	2	6

Forsaken 90gc Acolytes often work behind their master's back to attempt to summon a Daemon of their own. Most fail outright, getting little more than a puff of smoke. The unlucky few who succeed find themselves torn to shreds or dragged back into the Warp as a slave to the Chaos Gods. There is always the chance, however, that an Acolyte summons the soul of a damned human spending an eternity of suffering in the Warp. A Forsaken is just that; a cursed being who, at the unwitting hands of the Acolyte, has been given a second chance at life. They are miserable, wailing spectres who know nothing more than suffering at this point in their damnation, but they are so indebted to the Acolytes for freeing them that they agree to offer their unique services.

Special Rules: *The Damned:* The Forsaken know that misery loves company and if they must return to the depths of hell they're determined to drag their enemies down with them. The model that delivers the killing blow to the Forsaken must pass an Initiative test or be forced to automatically roll on the Injury Table, adding +1 to the result, as the Forsaken attempts its final gambit.

Disgraced: The Forsaken may gain experience but never become a hero, as the shame of their past life will never allow them a shred of respect. Reroll any results that would make a Forsaken a hero.

Profile	M	WS	BS	S	T	W	I	A	LD
FORSAKEN	6	4	0	4	3	1	5	1	5

Daemon Prince 250gc Earning the trust of either a Conjurer or Herald is no easy matter, but when their bond has been solidified through constant battle the Herald may offer a special gift to the Conjurer in the form of the allegiance of a Daemon Prince. The Heralds' influence in the Warp still holds strong in their absence, and many Princes owe them a favor for one reason or another. Should a Daemon Prince enter the scene in the streets of Mordheim, rest assured there will be blood raining from the skies. Daemon Princes are fearsome monsters of unmatched strength whose hobbies include fashioning necklaces from the skulls of their enemies and flaying humans alive. The true symbol of trust between Herald and Conjurer, the Daemon Prince can be stopped by little short of a speeding train loaded with explosives

Special Rules: *Iron Hide:* The Daemon Prince's skin is tougher than most armors, providing a 4+ Armor Save modifiable only by a shield

Reckoning: The Daemon Prince is fuelled by the rage of losing allies in combat and hate for those who dare attack his bretheren. For every Daemon who gets taken Out of Action the Daemon Prince gains +1 A until the end of the game

Fly: The Daemon Prince is gifted with a broad pair of wings, allowing him to run and charge 3x his normal movement

Profile	M	WS	BS	S	T	W	I	A	LD
PRINCE	5	5	4	4	5	3	4	1	7